

1. Any violation of good sportsmanship by a person or persons will lead to disqualification for the weekend of the party concerned, at the head judge's discretion. Unsportsman-like conduct would be improper language, fights, ungentlemenly conduct, etc.
2. Decision by a vote of team captains will be used to dissolve protests which arise during the meet. The head judge will moderate the Captains' Meeting. The head judge will only cast a tie-breaking vote if a need shall arise.
3. Neither Dartmouth College nor the Dartmouth College Woodsman's Team shall be held responsible for any liabilities which might occur before, during, or after said meet.
4. Before the starting signal of any event all the competitors in that event will be allowed to get completely ready for the event in a reasonable amount of time.
5. Any team which does not follow the rules and/or proper procedures for the events will be disqualified, unless penalties are provided for in the separate event rules. Additional penalties may be provided for by consent of Captains' Meeting.
6. Alternates: There may be only one alternate per team. In case of injury to a regular team member, the alternate may be put in to take that individual's place. This can only be done with the consent of the head judge. Once the alternate is in the competition, the man who was replaced may not come back into the contest at any time, except in the case of yet another disabling injury to another team member. This can only be done with the consent of the head judge. An alternate for one team may not be interchanged with that of another team. If a team is beset with two serious injuries leaving but five men to continue the competition, they may do so, but they must meet all the requirements for any particular event even if this shall require one man to "double up" in this event.
7. Only teams consisting fully of undergraduate college students will be counted towards the trophy. Graduates, etc. may compete on teams but these teams will not be counted.
8. Any protest must be filled out and signed by the appropriate team captain and handed in to the head judge within thirty (30) minutes from the completion of the event for the team in question. No protests will be accepted after this time limit. This clause applies to any discrepancies with timers or scorekeepers assigned to the particular event, in addition to protests concerning other teams. Protest forms will be available at the scorer's table.
9. In case of a tie, an equal number of points will be assigned to each team involved.
10. Positions for the meet will be determined by drawing lots at the Captains' Meeting prior to the meet. Positions will be synonymous with felling poles, chopping and splitting wood, and order in appearance of event, etc.
11. Equipment - All teams must provide their own equipment. Sawhorses will be provided for the events for which they are needed. Some special

equipment will be provided as stated in rules for the events. Restrictions governing equipment will be as stated in the rules for each event. Questions will be resolved at the Captains' Meeting.

The wood used for the competition will be ^{white} ~~red~~ pine in the form of square 8" x 8" cants which will be used for sawing and chopping. Felling wood will be ^{white} ~~red~~ pine also. Splitting wood will probably be poplar.

12. The coaches will be allowed to give advice before the event, but during the event the coach will be a spectator, not giving advice during the competition. The coaches will be identified by badges or some other means. Before each event, the coaches will be told that the event is about to start and must become a spectator. Failure to comply with this rule will result in disqualification of the team involved for the event in question.

13. In all cutting (axe) and sawing events the axe or saw may not touch the wood until the starting signal. Competitors will be allowed to strike their axes outside of the cutting area of the cant in practice.

CANOEING EVENTS

General Rules on Equipment:

1. Each team will provide its own canoe of 15' minimum length measured from stem to stern over the top of the gunwhales.
2. Paddles may be of any description, other than double-bladed, but may not be used with a lock or any other mechanical attachment to the canoe.
3. As many paddles may be carried in a canoe as desired, but all paddles that leave the starting line in any event must be in the canoe, at least in part, at the finish of the event.
4. Paddles may be tied into a canoe for an event, but only after the starting signal of the event. Rope only may be used to hold a spare paddle into a canoe.

General Rules on Entrants:

Each six man team shall enter team members in three canoe events; two men in the Singles Race with obstacles; two men in the Doubles Race with obstacles, and two men in the One Man Portage Race. Each team member must compete in one and only one canoeing event.

ONE AND TWO MAN RACE WITH OBSTACLES

Procedure:

1. Prior to the starting signal, the entrant(s) shall be in the canoe with the bow of the canoe not over the starting line. A running start is permissible in which case the time will start when the bow of the canoe crosses the starting line.

2. At the starting signal, the entrant(s) shall paddle the prescribed course, starting and finishing at the same line and racing the course in the designated direction.

3. The entrant(s) must be in the canoe when it crosses the finish line.

4. The time will stop when the stern of the canoe crosses the finish line.

5. The purpose of these events is to go through the obstacle course for speed.

Penalties:

1. Missing a buoy shall be defined as passing a buoy on the wrong side. This includes showing the bow on the proper side and showing the buoy amidship on the wrong side during the interval of passing. The penalty shall be 20 sec. added to total time.

2. Submerging a buoy shall be defined as running over a buoy but not showing it on the wrong side of the canoe.

3. Loss of a paddle or returning without at least a portion of a broken paddle shall constitute a 20 sec. penalty.

Scoring:

The team score shall be determined from the total combined time it took the two entrants to complete the course.

ONE MAN PORTAGE RACE

Purpose:

The purpose of this event shall be to paddle a canoe over a specific course, beach and portage the canoe, and return to the finish line by paddling another specified course. This is subject to change depending on possible ice conditions.

Equipment:

1. A packboard must be worn by each entrant during the entire time he is portaging his canoe, and shall be supplied by the individual team.

2. A yoke or similar device for portaging the canoe shall not be allowed.

3. The "general rules" for the canoeing events apply.

Procedure:

1. This event shall be run by the host in any way it desires so long as the sequence of water, land, and water enters into the race.

2. At the starting signal the entrant shall start the course in the manner appropriate to the course as laid out by the host and he shall continue to the finish line.

3. The entrant may not paddle with the packboard on and may not portage with the packboard off.

4. Any penalty for packboard violation will be one minute added to total time.

Scoring:

The team score will be determined from the total combined time for the two contestants involved to complete the course.

PACK BOARD RACE

The purpose of this event shall be to lash a blanket, a wrapped sandbag and a fry pan to a packboard and run a course for speed.

Entrants:

Each team shall enter six men.

Special Equipment:

1. A packboard, lashing material, frying pan, and blanket of at least 4 ft. x 6 ft., shall be supplied by the entrant team.

2. The packboard may have any combination of open hooks. This precludes the use of a shelf or similar device to support the material from the bottom of the packboard.

3. The closed sand bags shall weight fifty (50) pounds.

4. The frying pan shall be a minimum 10" diameter.

Procedure:

1. Prior to the starting signal, the lashing rope shall be coiled, free of knots, and on the ground. The blanket shall be spread out flat on the ground, and the sandbag shall be on the ground and clear of the packboard, blanket, fry pan, and the piece of rope. Only this equipment and the man who is to start the event for a team shall be in the starting area. It will be necessary for both (sandbag and fry pan) to be wrapped in the blanket, and then lashed to the packboard.

2. At the starting signal, the first man will completely wrap the sandbag and the fry pan with the blanket, lash this to the packboard, and run to the first change-off station. Each man proceeds with the pack to the next change station and gives the pack to the next man.

3. The transfer of the pack must be made in the designated transfer area at each change station. If the pack is exchanged outside of the designated change-over area, a 30 second penalty will be assessed against the team.

4. During the event, the packboard may be supported with the hands, but at no time may the load itself be supported with the hands.

5. The packboard and load may be rebound by an entrant during the event if the load shall come loose and touch the ground. An entrant may re-lash the load at anytime at his option, but whenever the load is relashed, it may be done so only by the one entrant involved in the event at that time. Both men can retie the pack if it comes undone in the exchange area.

6. The team captian will be shown the course prior to the event.

Scoring:

1. The team score shall be determined from the total time taken by the team entrants from the starting signal until the sixth team entrant has completed the course.
2. The timing of this event shall not be stopped or delayed for re-lashing or any other reason other than team withdrawal from the event or completion of the event.
3. This event shall be worth 100 points, and the teams shall be awarded points proportionately.

FLY-CASTING FOR ACCURACYGeneral Rules on Equipment:

1. Fly rods may be no longer than nine (9) feet and no heavier than six (6) ounces.
2. Any fly line may be used.
3. Spectators and other members of the team will remain behind the participants. Only the judges will be in front of the participants.
4. The fly and fly leader will be provided by the sponsoring club. Fly - size 8 mudler minnow with hook cut off. Leader - will be 6 ft. of 2x - section of leader.

Participants:

This is a singles event. The individual competing in this event may not compete in any of the other individual events.

Procedure:

1. Each contestant will have a total of six (6) casts, two (2) at each of the distances of thirty, forty, and fifty feet. A practice area identical to the competition will be provided for the competitor to practice on. No practice casts will be allowed in the official competition area.
2. The line may hit the ground on the back portion of the cast, but motion must be maintained. Wherever and whenever the line touches the ground on the forward portion of the cast, it will be counted as a cast and the line will be stripped in until all the line is in except that amount which is the length of the rod itself.
3. If, at any time during the cast, the entrant shall step over the base line, then that cast shall be forfeited and no points earned.
4. The lines must be unmarked, and will be checked by the judge before the competitor can take his casts.

Scoring:

1. The target will be a five (5) foot circle with inner circles of four and two feet, all of which will be outlined in white on a backing.

Points for fly-casting accuracy:

	Bullseye	Inner Circle	Outer Circle
First Distance	17	8	4
Second Distance	17	8	4
Third Distance	17	8	4

2. The final point of rest shall be the point from which the score for that cast will be determined. If this impact point is on a line between two circles, the higher score value will be awarded.

3. The team score will be determined on the basis of the total points won by the team entrant.

4. This event is valued at 102 points.

SPIN-CASTING FOR ACCURACYEquipment:

1. Spin casting rods may be no longer than seven (7) feet.
2. Spin casting lines shall be monofilament.
3. Spin casting reels may be of any type.
4. The spin plug will be provided by the sponsoring club. Plugs will be 3/8 oz.
5. Spectators will not be allowed in the target area but must stay clear of the contestants and the target area. Judges alone will be allowed in the target area.

Entrants:

Each team will enter one man who may not compete in any of the other singles event.

Procedure:

Each entrant will have a total of six (6) casts, 2 (two) from each of the distances, 40, 50, and 60 feet. A practice area will be provided. No practice casts will be allowed in the official competition area.

Scoring:

1. The target and scoring procedure will be the same for this event as that described for fly-casting for accuracy.
2. The team score will be determined from the total points won by the team entrant.
3. The maximum value of this event is 102 points.

AXE THROWParticipant:

1. One man from each team will enter the axe throw. He must not compete in any of the other singles events.

Equipment:

1. The axe used must have at least a 2 lb. head and be at least 24" long, as measured from the top of the head.
2. The target will be a cross sectional piece of log 24" in diameter, placed 20 feet from the throwing line.
3. The target will be 5 feet above ground at its center.
4. Broken axes may be replaced. If the axe breaks on a throw, that throw will count but a new axe may be used for the next throw.

Procedure:

1. The purpose of this event is for a team member to throw an axe for accuracy at a stationary target.
2. A practice area will be provided. No practice throws will be allowed in the official competition area.
3. The axe must remain stuck in the target until removed by the judge. The judge will be quick, so the contestants need not retrieve the axe.
4. Decision of the judge will be final.

Scoring:

1. A strike is any part of the bullseye (of diameter 6"). Each strike will be awarded 25 points.
2. The remainder of the target will be divided as follows:

12" diameter	15 points
24" diameter	10 points
3. A throw landing between two circles will be awarded the highest point score of the two.
4. Crossing the throwing line before the axe strikes the target will result in no score for that throw.

PULP THROW FOR DISTANCE AND ACCURACY

Participant:

1. One man from each team will participate.
2. This man must not participate in any other individual event.

Equipment:

1. The same four (4) foot hardwood log will be provided for every contestant to throw.
2. A pulp hook may be used (see specifications below).
3. If the log breaks the competition will continue with an identical log.

Procedure:

1. A contestant may use any style he desires in this event.
2. A reasonable running start will be permitted.
3. A contestant may not step on, over, or fall over the foul line until the pulp stick hits the ground.
4. Each contestant will be allowed only one practice throw.
5. Scoring will be based on the best of three throws.

Pulp Hook Specifications:

1. Maximum 20" in length measured along a straight line.
2. Shovel hand grip.
3. Single prong.

Scoring:

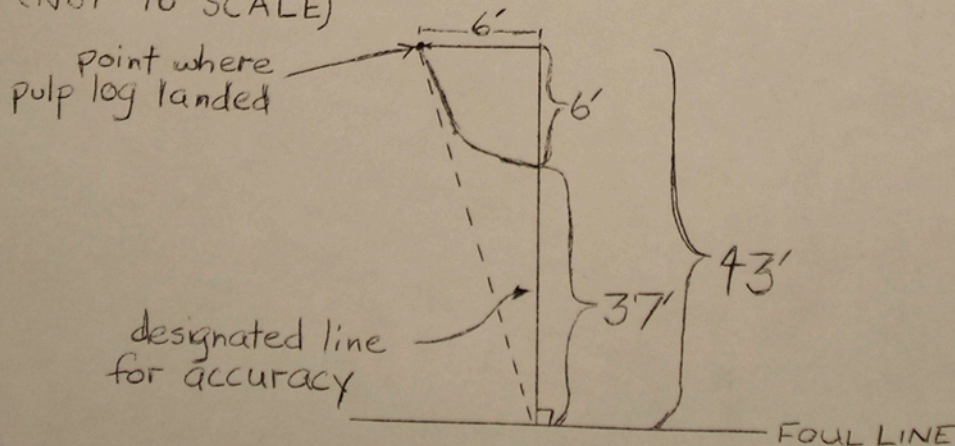
1. Total distance, along a straight line designated before the event, from the foul line to the point at which the pulp stick first hits the ground, minus the perpendicular distance from the designated line will be the distance of that throw (see diagram below).

2. Only the best throw of the three for each individual will be considered.

3. The longest throw, according to rule 5, Section 1, will be awarded 100 points.

4. Example of scoring: pulp stick is thrown 43 feet perpendicular to foul line but is 6 feet from designated line. Total distance 37 feet.

(NOT TO SCALE)



FINAL LENGTH = 37'

DOT SPLITTING

This is a singles event. One man from each team shall compete. The object will be to strike a $\frac{1}{4}$ " dot with a full swing of the axe. Total points for three swings will be used for the score.

Participant:

1. One man from each team will participate.
2. This man must not compete in any other individual event.

Equipment:

1. The axe used can be any conventional type at least 24" long and 2½ lbs. in weight.
2. The three dots will be $\frac{1}{4}$ " diameter and will be located on the horizontal face of an upright block of wood.
3. The block of wood will be 4 inches thick. The block will be white birch.

Procedure:

1. The competitor must be standing, have two hands on the axe and use a full swing.
2. No practice swing will be allowed.
3. Sufficient force must be used to split the block as well as hit the dot.
4. A full swing will be one in which the head of the axe rises above the head of the contestant and strikes the bolt on the next downward motion.

Scoring:

1. Scoring will be based on accuracy.
2. Points will be awarded as follows:
 Splitting dot and block - 33 points
 Splitting within $\frac{1}{4}$ " of dot and splitting block - 28 points
 Within $\frac{1}{2}$ " of dot and splitting block - 25 points
 Within $\frac{3}{4}$ " of dot and splitting block - 18 points
 Over $\frac{3}{4}$ " from dot but splitting block - 5 points
 1 point is given for entering the event.

Total Points = 100

CHAIN THROW

A. The purpose of the event is for one team member to roll a 200-link chain without the use of a reel in the shortest possible time; the neatness of the chain after it has been thrown and the appearance of the chain after it has been unrolled will also be scored in this event.

B. Each team will enter one man who shall not compete in any other singles event.

C. Each contestant must bring with him or provide for a 200-link chain.

Procedure:

1. The chain will be stretched out before the event begins.
2. The participant is required to roll and throw the chain, and place it on the ground, with both ends secured, for inspection by the judge.
3. At the direction of the judge, the participant will unroll the chain while being watched by the judge and scored appropriately on his unrolling ability.

Scoring:

1. The time taken from the starting signal until the chain is placed on the ground for inspection by the judge will provide the fastest contestant with 50 points and proportionate points to the other contestants.
2. A possible 35 points will be allotted for neatness by the judge as determined by visual and manual inspection. Up to 15 additional points will be awarded for proper unrolling of the chain.

FELLINGEntrants:

Each team will enter two men to do the felling. These men may not compete in the fire building or scoot loading. No twitching is involved.

Felling Equipment:

1. No equipment other than an axe may be used.
2. Each of the 2 men may have his own axe.
3. The target, a stake, will be placed at a distance 15 feet from the base of the felling pole, at a position left to the choice of the choppers.
4. The sponsoring committee shall provide you with a stake with uniform end shape and cross-sectional area with each felling pole.

Procedure:

1. Prior to the starting signal, the entrants will place the stake 15 feet from the base of the pole.
2. The stake must be vertical.
3. The initial condition of the felling pole may not be altered in any fashion. This clause prohibits scraping, and peeling off the bark. The pole may be brushed with a steel brush to remove any extraneous barkflakes or loose dirt. The pole may be marked with a crayon to outline cuts if desired.
4. With one man beginning, and the second man finishing the cut, the entrants shall fell the pole. Once the second man has begun his cut, the first man cannot chop again. At no time may both men be chopping concurrently. The first swing of the first man must be in an upward direction.

5. The pole will be allowed to fall freely, attempts to push the pole once it has begun its downward motion will result in total disqualification. The pole may be levered with the axe sunk in the cut, in a wedging fashion.

6. The second feller will not be allowed to alter the first feller's cut.

Scoring:

1. Scoring will be based on the perpendicular distance from the edge of the pole to the center of the stake. Measurement will be made by the judge immediately after the tree has fallen.

2. Basal Area for the cutting diameter will be determined for all poles prior to felling.

3. The distance measured will be from the stake to the point of initial impact and not to where the pole came to rest after a bounce. If the tree strikes the top of the stake prior to ground impact, 50 points will be awarded.

45 points for within 6"
40 points for within 12"
35 points for within 18"
30 points for within 24"
25 points for within 30"
20 points for within 36"
0 points for more than 36"

4. The scoring of this event will be broken down into two parts: the first part is for accuracy and is worth 50 points. This is described above. The second part is for combined time to fell the tree and will also be worth 50 points.

FIRE BUILDING

A. The purpose of this event shall be to boil-over a given amount of soapy water in the shortest time with the use of an axe and/or a knife (blade no longer than 10").

B. Each team may enter two men who shall not compete in the felling for accuracy or scout loading event.

Special Equipment:

1. The number of the bolt of fire wood and the placement of the fire will correspond to the number initially drawn by the team at the first Captains' Meeting.

2. No material may be used for this event other than the white birch bolt provided, or tools other than the axe and knife specified.

3. Three wooden matches will be provided for each entrant team by the committee. If three matches are not enough, there will be a judge located some distance away with extra matches. One man from the team will be permitted to get one, and only one, match from the judge on a given trip.

4. Any type of axe may be used in the event, but only one may be used. An extra axe may be near at hand in case of a broken handle.

Procedure:

1. At the starting signal, the team of entrants shall start to build their fire. The white birch bolts may not be cut or peeled prior to the starting signal for the event.
2. Cans will be hung from an extra axe stuck into a bolt of wood; this extra wood may not be used to build the fire in any way.
3. The can or axe may not be altered once the event has started.
4. If, during the event, any water is lost from the can, total disqualification shall result.

Scoring:

1. The entrants will be timed from the starting signal until the soapy solution boils over the edge of the can, or until a team withdraws from the event. Points will be awarded proportionately to those teams only who boil over their water within 15 minutes of the team which boils over its water first.
2. There will be 100 possible points in this event.

SCOOT LOADING

- A. The purpose of this event is to load three logs on a scoot for speed.
- B. Each team may enter two men who shall not compete in the fire building or felling for accuracy events.
- C. Each two-man team may use 2 peavies or cant hooks in rolling the logs. Extra peavies (or cant hooks) in the case of breakage or immobilization will be permitted.

Procedure:

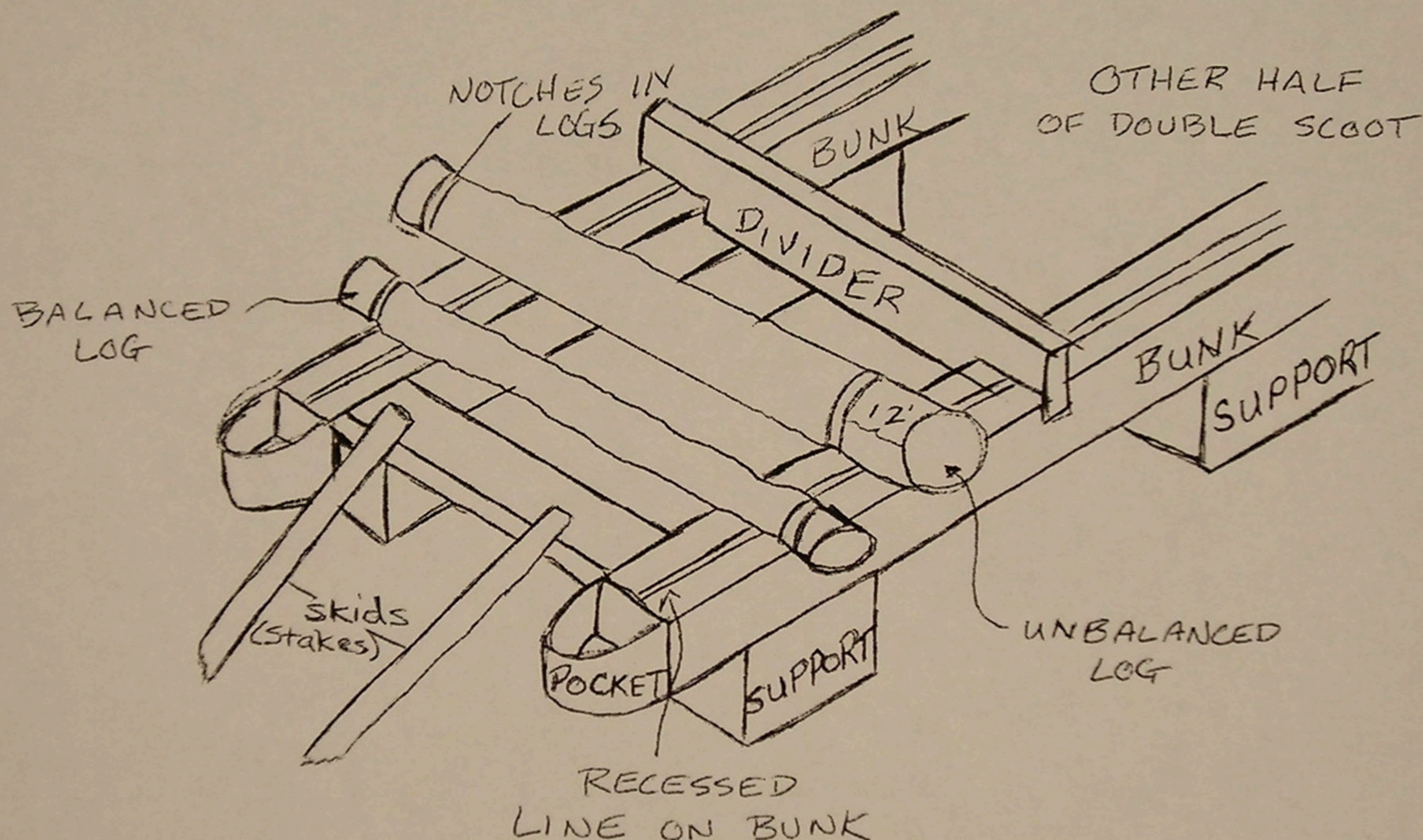
1. The two entrants shall stand behind the starting line 25' from the scoot prior to the starting signal.
2. At the starting signal, one or both of the contestants may run up to the scoot to remove the stakes from the iron pockets and lay them on the scoot like a ramp.
3. The three logs are then rolled onto the scoot, balanced, and the stakes are placed back into the pockets.

Scoring:

1. Failure to have in hand the peavy or cant hook at all times shall result in disqualification for the event, unless it is adjudged that the peavy was trapped by the rolling log, or unless the contestant(s) is removing or replacing the stakes.
2. The time shall run from the starting signal until the placement of the stakes inside the iron pockets after the scoot is loaded with all three logs. The fastest team will be awarded 100 points and the other teams will receive points proportionate to their times for the event.
3. Timing for this event shall not be stopped for any reason other than team withdrawal, or completion of the event.

Comments:

1. For each log dropped inside the scoot and left there, a one-minute penalty shall result.
2. Each team is responsible for unloading the scoot and returning the logs to the starting line.
3. For each log not balanced a 30 second penalty will be assessed.

SPLITTING

- A. The purpose of this event will be to split (with an axe) six bolts of wood each into four pieces. The event will be judged on total time.
- B. Each team may enter three men who shall not compete in the speed-chopping event.
- C. The axe used for this event shall not be a tie-axe, a broadhead axe, or a sleeper axe.

Procedure:

1. Each entrant shall quarter two bolts of wood. Each quarter must show some part of a two-inch diameter circle on one end, and both ends must show at least one square inch of wood, exclusive of bark.

2. The first man will begin at the starting signal, and the second and third man respectively may not begin until the man preceding him has completed his splitting. Once the second and third men, respectively, have begun splitting, the first and second men respectively may not chop, split or handle the split pieces in any fashion. The time will stop when the third man tells the timer he has completely finished.

3. Each contestant, during his phase of the event, may use his feet in the process of splitting. One hand may be used to handle the wood only while maintaining contact with the axe with the other hand. No quarters may be obtained, therefore, by tearing the wood apart with both the hands.

4. Each quarter to be counted as a split piece must be free of attachment with any other piece.

5. Only one axe may be used by each contestant. An extra axe may be set aside in case of a broken handle.

6. The third man may return to the previously cut pieces and split further on them if they do not meet the judge's specifications. He will also tell the judge when to stop the clock. The judge will not be required to point out any pieces not meeting specifications during the event.

7. For each infraction of the above rules a 30 second penalty will result.

Scoring:

1. The team score shall be determined by the total time taken for the three team entrants to quarter-split the six bolts.

2. There will be awarded 100 points to the fastest team, and points awarded proportionately to the other teams.

SPEED CHOPPING

A. The purpose of the event will be to chop through an 8" x 8" red pine cant three times for speed.

B. Each team may enter three men who shall not compete in the splitting event.

C. All cants will be already set up and secured. Extra nails and wedges will be allowed, but will not be supplied.

Procedure:

1. Cants may be marked out for cutting prior to the starting signal.

2. The cant must be completely cut through before the next man may start his cut.

3. Entrants may stand on the ground or the cant while chopping.

4. Extra axes may be used only in the case of an entrant's initial axe becoming broken.

Scoring:

1. The team score for this event will be determined from the time of the starting signal until the third contestant has completed his cut.
2. Timing for this event will not be stopped for any reason other than team withdrawal or completion of the event.
3. The fastest team will receive 100 points and the other teams will be awarded points proportionately.

SINGLE BUCK-SAWING

- A. The purpose of this event shall be to cut through an 8" x 8" square red pine cant for speed.
- B. Each team shall enter six men.

Special Equipment:

1. Only one single buck-saw (Swede-saw) may be used by a team during the event.
2. A second blade may be kept handy in the event the first one should break; total time will still be used for the event.

Procedure:

1. Each entrant must cut two consecutive discs from the cant.
2. The cant may be marked for cutting prior to the starting signal and practice cuts may be taken within the section of the cant allotted for this event.
3. Only official team members may be on the cant.

Scoring:

1. The team score will be determined from the timing for this event, which will run from the starting signal until the twelfth disc has been completely cut.
2. Once started, the timing for this event will not be stopped for any reason other than team withdrawal or completion of the event.
3. Each cut must consist of the entire depth of the 8" cant. Any cutouts must be restarted and sawed, unless the resulting pieces from the original cut can be fitted together to form a full 8" x 8" square, to the satisfaction of the judge. A 30 second penalty shall result for each cut failing to meet these specifications.
4. Application of lubricants will not be allowed on the saw once the event has begun.
5. The fastest team will earn 100 points; points will be awarded to the other teams proportionate to the total times.

CROSS-CUT SAWING

A. The purpose of this event will be to cut through an 8" x 8" red pine cant for speed.

B. Each team shall enter three two-man crosscut pairs. All six men on the team shall take part in this event.

Special Equipment:

1. Only one crosscut saw will be used by a team throughout this event; each of the three two-man crosscut teams shall use the same saw.

2. An extra saw with handles may be used if the first saw breaks or the handles of the first saw break. No person may be holding the extra saw.

Procedure:

1. Each of the three two-man teams shall cut three consecutive discs from the cant.

2. The cant may be wire-brushed and marked for cutting prior to the starting signal.

3. All teams will use the set up provided by the sponsoring school. All adjustments must be made prior to the starting signal. Wedges may be used to secure the cant, but will not be provided. Only official team members will be allowed to sit on the cant at any time during the event. No nails will be allowed. Chain and binders may not be used.

4. At the starting signal, the first two-man team shall start cutting its three discs. When the third disc is completed, the second and third two-man teams shall do their three cuts successively, until the ninth cut has been completed, at which time the timing will stop.

Scoring:

1. The total time from the starting signal until the third two-man team finishes its third disc will be used to determine the team score.

2. Once started the timing of a team will not be stopped for any reason other than team withdrawal from the event, or completion of the event.

3. Each cut must consist of the entire depth of the 8" cant. Any cut-outs must be restarted and sawed, unless the resulting pieces from the initial cut can be fitted together to form a full 8" x 8" square, to the satisfaction of the field judge. A 15 second penalty will be added to the total time for each cut failing to meet these requirements.

4. Entrants shall apply no lubricants on the saw once the contest has started.

The purpose of this event shall be to throw pulp wood between two sets of stakes 20 feet apart. The two stakes in each set shall be 4 feet apart. The event will be judged on total time.

Entrants:

Each team will use all 6 team members.

Procedure:

1. Number 1 man shall throw the four pieces of pulp, one at a time, his foot not crossing the line between the stakes in his pit on any throw, from pit "A" to number 2 man at pit "B". A ten second penalty will be given each time the foul line is crossed during a throw. Throws will be counted if they are good, even if the contestant crosses the line.

2. Number 2 man shall not retrieve the pulp sticks until the fourth piece lands and all 4 come to rest, at which time he shall retrieve the pulp and throw it back to pit "A" and number 3 man. There will be a 10 second penalty for touching a moving log.

3. The pulp will be thrown in the above fashion until 48 points have been made by the six contestants.

Scoring:

1. A point will be earned by a team when a piece of pulp lands and stays between the stakes in the pit. A point will be awarded for each bolt showing on both sides of the upright stakes after all four pulp logs have come to rest.

2. The cumulative running score for the team during the course of the event will be calculated and called out when the fourth bolt of each four bolt set has come to a complete rest.

3. The team score will be determined for the total time used by a team to make 48 points.

4. The event is worth 100 points. All teams will receive points on a proportional basis with the team having the shortest time receiving 100 points.

LOG ROLLING

The purpose of this event shall be to roll, with the aid of peavies or cant hooks, a log over a course for speed and accuracy.

Entrants:

Each team shall enter all six of its men in this event.

Equipment:

All entrants must supply their own peavies. Any number of peavies may be used.

Procedure:

1. Prior to the starting signal, the log shall be resting against both stakes at one end of the course.

2. At the starting signal, the first two entrants shall roll the log with their peavies to the far end of the course where the log must hit the two stakes, not necessarily simultaneously, or be peavied into position until this requirement is full-filled. The side of the log must hit the stake, the butt-end is not sufficient.

3. The second team of entrants, at the signal from the judge, shall roll the log to the other end of the course and meet the same requirements, and so on until the third team of entrants has finished their roll of the course.

4. The course will be a dog-leg course.

Scoring:

1. The peavy must be held by the contestant at all times unless it is trapped by the log. As long as this requirement is met, feet and hands may be used to control the log.

2. The team score for this event shall be determined from the total time taken to make the three rolls of the log.

Comments:

1. Log will be peeled. No team shall peavy the log prior to entering the actual competition.

2. The log shall start from the same end of the course for all teams and shall be returned to the starting end for the next team by entrants who have just finished the event.

3. The log will be marked and will be placed into the same position for each team.

4. All team members (two at either end) must stand behind the log until the starting signal is given.

5. This event is worth 100 points. Points will be awarded proportionately.